



CHARACTER NAME

PLAYER

## INFORMATION

PROFESSION

PRIMARY PATH

RACE / ANCESTRY / BACKGROUND

## COMBAT STATS

DEFENSE					INITIATIVE	WALK SPEED
BASE	AGL	SHIELD	MISC	TOTAL		
9						

ARMOR HP		HEALTH HP		LIFE POINTS	
CUR	MAX	CUR	MAX	CUR	MAX

## ABILITY SCORES

	MOD	SAVE	TOTAL	ROLL	RACE	MISC
MGT						
AGL						
END						
INT						
WIS						
CHA						

## WEAPONS &amp; ATTACKS

ATTACK ACTION	BONUS	DAMAGE	TYPE	RANGE

## ATTACK MODIFIERS

MELEE			RANGED		
MGT	MISC	TOTAL	AGL	MISC	TOTAL

## PASSIVE STATS

PERCEPTION (WIS)				INSIGHT (INT)			
BASE	SKILL	MISC	TOTAL	BASE	SKILL	MISC	TOTAL
10				10			

## FEATURES &amp; TRAITS


## TALENTS

TALENT LIST	STORED: <input type="text"/>

## SKILLS T = trained

T	SKILL NAME	ATTR	MOD	RANK	MISC	TOTAL
<input type="checkbox"/>	Acrobatics	AGL				
<input type="checkbox"/>	Animal Handling	WIS				
<input type="checkbox"/>	Appraisal	INT				
<input type="checkbox"/>	Arcana	INT				
<input type="checkbox"/>	Athletics	MGT				
<input type="checkbox"/>	Crafting	INT				
<input type="checkbox"/>	Desception	CHA				
<input type="checkbox"/>	Diplomacy	CHA				
<input type="checkbox"/>	History	INT				
<input type="checkbox"/>	Insight	INT				
<input type="checkbox"/>	Intimidation	CHA				
<input type="checkbox"/>	Investigation	INT				
<input type="checkbox"/>	Medicine	INT				
<input type="checkbox"/>	Nature	INT				
<input type="checkbox"/>	Perception	WIS				
<input type="checkbox"/>	Performance	CHA				
<input type="checkbox"/>	Persuasion	CHA				
<input type="checkbox"/>	Religion	INT				
<input type="checkbox"/>	Slight of Hand	AGL				
<input type="checkbox"/>	Stealth	AGL				
<input type="checkbox"/>	Streetwise	INT				
<input type="checkbox"/>	Survival	WIS				
<input type="checkbox"/>	Taming	WIS				

## ALIGNMENT & REPUTATION

ALIGNMENT	MOD	REPUTATION	MOD
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## PERSONALITY TRAITS

<p><b>TRAITS</b></p> <hr/>	<p><b>IDEAL</b></p> <hr/>
<p><b>BOND</b></p> <hr/>	<p><b>FLAW</b></p> <hr/>

## ADVANCEMENT

LEVEL	EXPERIENCE (XP)	STORED ADVANCE
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## PROFICIENCIES


## LANGUAGES


## SPELLCRAFTING

SPELL TN SAVE	ATTACK BONUS	CRAFTING PTS		CASTING
8 + INT Mod	INT Mod	CUR <div></div>	MAX <div></div>	

[illegible]

## EQUIPMENT & INVENTORY

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TOTAL WEIGHT

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## CURRENCY

CP	BP	SP	GP	PP

## PHYSICAL TRAITS

HEIGHT	WEIGHT	SIZE	AGE
CREATURE TYPE	EYES	SKIN	HAIR

## FEATURE DEFINITIONS (OVERFLOW)

[illegible]

## TALENT DEFINITIONS (OVERFLOW)

[illegible]

### ADDITIONAL OVERFLOW

[illegible]

NOTES

Lined area for notes.

